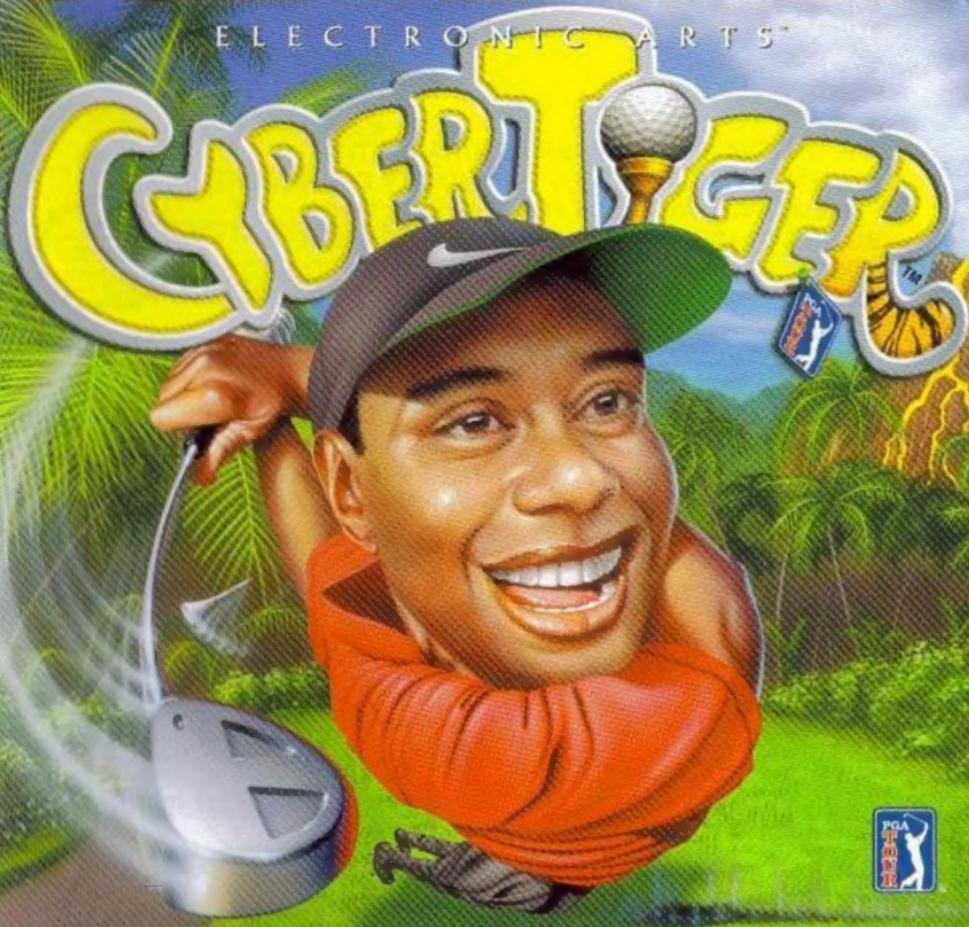


INSTRUCTION BOOKLET

ELECTRONIC ARTS™



ELECTRONIC ARTS™

NINTENDO⁶⁴



WARNINGS AND CONSUMER INFORMATION

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

—
EVERYONE
MILD ANIMATED VIOLENCE

LICENSED BY



NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND THE "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
©1996, 1999 NINTENDO OF AMERICA INC.

TABLE OF CONTENTS

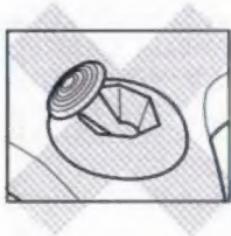
STARTING THE GAME	2
BASIC CONTROLS	3
COMMAND SUMMARY	4
BASIC COMMANDS	4
COMPLETE COMMANDS	5
INTRODUCTION	6
SETTING UP THE GAME	8
MAIN MENU	8
QUICK START	8
GOLFERS	9
PLAYING THE GAME	11
ON THE COURSE	15
PAUSE MENU	18
PLAY	19
OPTIONS MENU	22
OTHER GAME OPTIONS	23
SAVING AND LOADING	24
CREDITS	25
WARRANTY AND SERVICE INFORMATION	27



CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an Analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



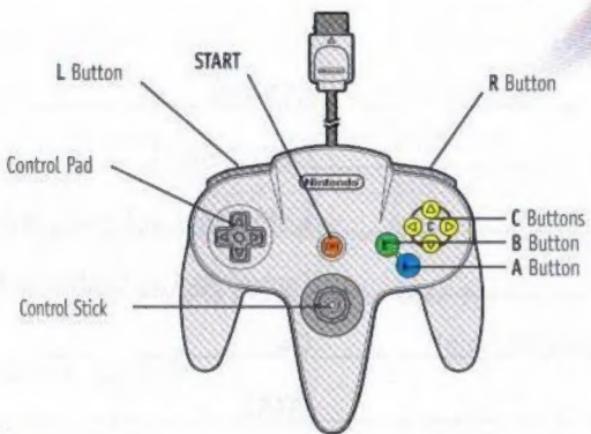
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding the **L** and **R** Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

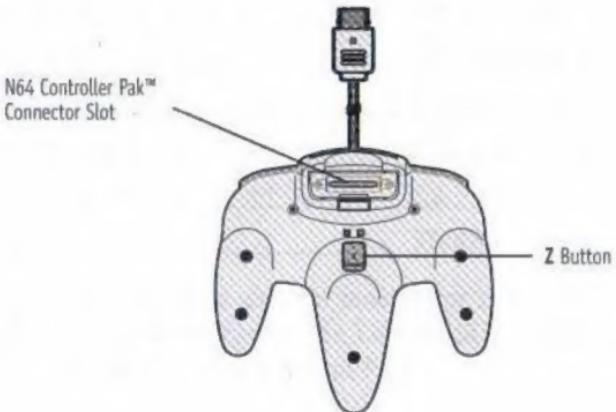
STARTING THE GAME

1. Turn OFF the POWER switch on your Nintendo 64 Control Deck.
WARNING: Never try to insert or remove a Game Pak when the power is ON.
2. Make sure a Controller is plugged into Controller Socket 1 on the Control Deck.
3. If you're playing against a friend, plug the other Controller into Controller Socket 2.
4. Insert the Game Pak into the slot on the Control Deck. Press down firmly to lock the Game Pak in place.
5. Turn ON the POWER switch. The *CyberTiger*™ controller device screen appears. If you don't see it, begin again at step 1.

BASIC CONTROLS



The Control Stick functions identically to the Control Pad throughout all menus.



COMMAND SUMMARY

BASIC COMMANDS

<u>ACTION</u>	<u>CONTROL</u>
Swing	Control Stick \downarrow
Switch clubs	L/R Buttons or Control Pad \downarrow
Aim Target Arc	Control Stick or Control Pad
Select shot (full/pitch/chip)	C \blacktriangle
Pause	START

◆ For detailed information about game controls, ► *Complete Commands* on p. 5.

COMPLETE COMMANDS

MENU NAVIGATION

ACTION	CONTROL
Highlight menu item	Control Pad
Select highlighted option	A Button
Cancel/Return to the previous screen	B Button



Default options are listed in bold type.

GENERAL GAMEPLAY

Action	Control
Swing	Control Stick \downarrow
Switch clubs	L/R Button or Control Pad \uparrow
Aim Target Arc	Control Stick or Control Pad
Replay (Afterswing)	A Button
Zoom to Pin/Mulligan	B Button
Free camera	C \blacktriangledown
Head pump	C \blacktriangledown , A Button
Overhead aim view	Z Button
Power-Up select	C \blacktriangleleft / C \blacktriangleright
Select shot (full/pitch/chip)	C \blacktriangleup
Pause	START



This manual is written mostly for use with the Control Pad. In most cases, the Control Stick functions will be the same as the Control Pad.



INTRODUCTION

Throw away that old theory that golf is "boring." *CyberTiger* is fun, explosive and over-the-top. This game is not about hushed voices—it's about the thrill of a monster drive, long birdie putts and the roar of the crowd. Rip up the rule book—this is anything-goes golf!

- ◆ 18 golfers to choose from including Tiger, Liltiger, and Mark O'Meara.
- ◆ Unlock 15 special golfers by hitting mystery objects on the course
- ◆ **Power-Up Balls.** Try to collect all nine types of Power-Ups from the Driving Range and gain an advantage over your opponent while on the course
- ◆ Earn Power-Up Balls on the course by scoring Eagles and Birdies
- ◆ Swing away in **Battle Mode.** In this head-to-head Driving duel, try to outgun your opponent by accurately placing shots on their tee box before they land a shot in yours
- ◆ Have you ever tried driving with your 9-iron? You might have to while playing in the **Tiger Challenge.** In this game mode, the loser of each hole has to surrender a club from his bag
- ◆ Get an unlimited course view with the **Free-Cam** and check out all the angles of the fairway, green, rough, bunkers and water hazards

For more info about *CyberTiger* and other titles, visit
Electronic Arts™ on the Web at www.ea.com.

GOLF TERMS

Hole-In-One

This is the home run, the touchdown and the overtime goal of golf—except better! A Hole-In-One is when you sink the ball in the cup on the first swing off the tee. It doesn't get any sweeter than this!

Double Eagle

A Double Eagle is when you're three strokes under par on any given hole. When the par of a hole is five, and you're in the hole after only two shots, that is a Double Eagle. When you receive a score of minus three on any hole, you're more than ready for the Pro Tour.

Eagle

More common is the Eagle. This is when you're two strokes under par on any given hole. Record a few Eagles on your scorecard, and you won't lose very often.

Birdie

A Birdie is when you're in the hole one shot under par. If you birdie most of your holes, you're setting yourself up for victory.

Par

This is the number of strokes the experts say it should take to play a hole. Par four means you should be in the hole on your fourth shot. If not ...

Bogey

... you receive a bogey on your scorecard if it took you one extra shot over par to complete the hole.

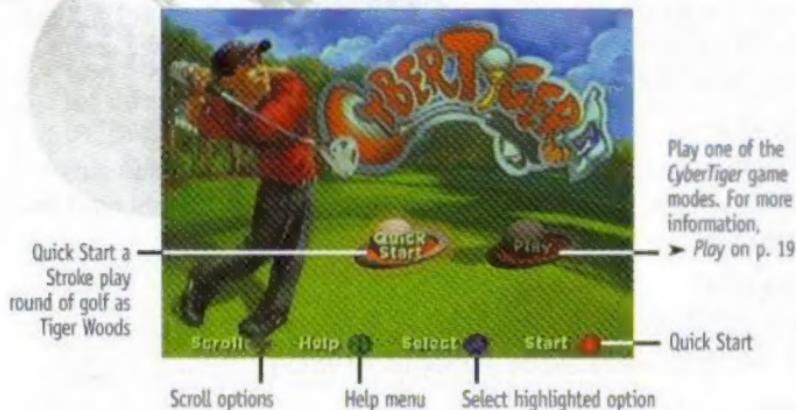
Double-Bogey

A Double-Bogey is when you're two shots over par. Keep recording a score like this, and it's going to be a long day.

SETTING UP THE GAME

MAIN MENU

When you turn on *CyberTiger*, the Main menu appears. From here, you can play a quick round of golf as Tiger Woods with Quick Start, or you can get deeper into the action by playing in one of the many different game modes with Play.



QUICK START

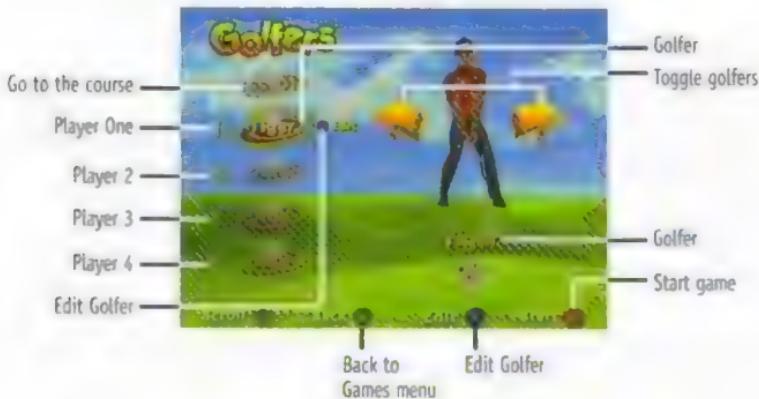
If you want to play a round of Stroke play with Tiger Woods using the default settings, you can Quick Start a game. It's just you against the course.

To play a quick round of golf:

1. From the Main menu, press **START** (or highlight **QUICK START** and press **A Button**) to play a round of Stroke Play at Badlands as Tiger Woods.
2. After the Inventory screen appears, you're ready to tee off. For more information on how to earn Power-Up inventory, **> Power-Up Balls** on p. 16.
 - ◆ For more information about Stroke play and the other *CyberTiger* game modes, **> Play** on p. 19.

GOLFERS

If you don't choose Quick Start, you have the option to select the lineup of the golfers for most game modes. You can try to master the course as Tiger, or try your luck as one of the other talented golfers.



◆ After you select a game mode, the Golfers screen appears.

◆ For more information, ➤ *Play* on p. 19.

To select a player:

1. Control Pad \leftrightarrow to select your golfer.
2. Control Pad \downarrow to select more than one golfer. You can play with up to four golfers at one time.
3. After your golfers have been selected, press **START** to get on the course or press **A** to edit your golfer.

GOLFERS EDIT SCREEN

Once you pick a golfer, you can fine-tune their game in a number of different ways.

To edit your golfer:

1. Highlight the golfer that you want to edit and press **A** for the Player Options bar (bar appears) to pick a skill level, edit your name, choose a controller and more.

2. Control Pad \leftrightarrow to toggle the different options and then Press **A** Button to select the preferred Player option of choice.

CONTROLLER

Assign a golfer to Controller 1, 2, 3, or 4 or you can have the CPU control the golfer.

EDIT NAME

You can personalize your golfer with a created name. This helps identify the different golfers when playing with a friend.

- To name a player, Control Pad \downarrow to choose a letter. Control Pad \leftrightarrow to move to the next space and press **A** Button to accept the name.
- Press **B** Button to abort the changes.
- ◆ When hidden golfers are unlocked on the course, a password is given. Enter the password here to unlock a golfer.

SKILL LEVEL

Select NOVICE, AMATEUR or PRO skill level.

After your player settings are selected, you're ready for the course.

1. Press **B** Button to return to the Golfers Select menu.
2. Press **A** Button on tee-off to proceed to the Courses screen or press **START** to begin right away at Badlands.

GOLFER UNLOCK

You can unlock special golfers by hitting mystery targets on the course.

How to play as (or with or against) an unlocked golfer.

1. Once you unlock a golfer on the course, a password appears.
 - ◆ You have a few seconds to write down the code before it disappears off the screen.
2. The next time you're at the Golfers Screen, select Edit Name.
3. Type in the password and the unlocked golfer becomes available.

PLAYING THE GAME

Tee it high and let it fly!



THE GOLF SWING

Before you swing, it's best to aim your shot.

How to aim:

- Use the Control Stick or Control Pad to aim the Target Arc.
- ◆ If the Target Arc is green, the aim is in play. If it's blue, the aim is in the water; red and the aim is out of play.

How to swing:

1. To execute a golf swing, Pull the Control Stick back to start the backswing.
2. Hold the backswing until the desired power level is reached.
3. Push the Control Stick forward to hit the ball.

- ◆ While pulling the Control Stick back (Step 1 above), you may cause a mishit that hooks or slices if you don't pull the stick straight back.
- ◆ The longer you hold the backswing (Step 2 above), the more distance the ball will travel. Hold the backswing too long, and distance potential will dwindle.

◆ When pushing the Control Stick forward (Step 3 above), you can set the direction of the shot by pushing left, straight, or right. Try experimenting at the Driving Range with different swing combinations.



Overswing is also possible for extra power. Use the percentage meter to help determine your shot power.



Sometimes a full backswing is too powerful a shot at certain areas on the course. Use a half-swing or quarter-swing in these situations.

PUTTING

How to Aim:

→ Use the Control Stick or Control Pad to position the yellow arrow in the place you want the ball to roll to.

◆ The green putting line shows the path the ball rolls if a 100% shot is taken directly to the cup.

How to Putt:

1. Once your ball is on the green, pull the Control Stick back, and a power line appears.
2. At the desired power, push the Control Stick forward to putt the ball.



The green is not always as flat as it looks and the slope can sometimes prevent the ball from rolling in a straight line. Use the putting line as a hint on how to read the green. If the line is going right of the cup, compensate by aiming left. If the line is well short of the cup, aim past the cup and putt with extra power.

Club Selection

Every club is different. From your driver to your putter, each club has a distinct purpose in terms of yardage and ball flight.

Once you've planned your shot and set your target, select a club that can deliver the results you need. If you are new to the game, you should know that lower-lofted big-irons (1 Iron, 2 Iron, etc.) provide greater distance while higher lofted clubs (8 Iron, 9 Iron, sand wedge, lob wedge, etc.) provide greater backspin but are also more affected by wind.



Your 3- and 5-wood are best used on long fairways, and the big driver is great for Par 4's and 5's off the tee.

◆ To get a good feel for your clubs, go to the Driving Range before hitting the links to master your game.

→ To select a club, press L/R Button or Control Pad ↑.



Use the distance displayed on the club bag (lower-right side of the screen) to determine which club to use. The yards in distance takes into account both the flight and roll of the ball for your selected club.

Shot Select

Every golfer has three types of shot selections.

FULL SWING Sets up a full swing with the appropriate club for the targeted distance.

PITCH Sets up for a shorter, higher ball flight. This shot selection is useful for short- to medium-range shots that need loft to sit on the green and stick.

CHIP Sets the distance and power for the selected club that allows for a short 'chip' onto the green with ample roll to the pin.

→ Before your swing, press C▲ to select your shot type.

Target Arc

Even the best golfers can use some guidance on their shots, especially when they are far away from the pin. The Target Arc helps you aim your shot so that the ball lands close to, or maybe even in the cup.

→ Use the Control Pad or Control Stick to position the Target Arc before your swing.

◆ You can also use the overhead aim view (Z Button) to get a bird's-eye view of the landing area.

◆ To zoom to the pin, press and hold B Button (release to go back to golfer view).



In bad weather conditions, keep in mind that the wind and rain may play a big role in exactly where your ball lands. In these cases, position the Target Arc in the opposite direction of the wind (use the wind gauge for your assessment), and let the breeze carry the ball back near the pin during its flight. Rain will reduce ball roll, especially on the greens.

Flyby

Another way to determine your swing is by viewing the hole with a Flyby.

- Press **B** Button at the beginning of each hole or Select Flyby from the Pause menu to scan the current hole.

Free Cam

The Free Cam allows you to not only view the hole, but the entire course as well.

- Before your swing, press **C▼** and then use the Control Stick to navigate throughout the course (**L/R** Button moves the camera angle up/down).
- ◆ Press **B** Button again to return to your shot.
- ◆ Press **A** Button for the head pump.

Ball Spin

After your swing, the ball sometimes has a mind of its own. You can help control the spin of the ball once the ball is in the air by using the Control Stick when hitting off the tee and from the fairway.



ON THE COURSE



Mulligans

Sometimes in golf, you'd like to have a "do-over" after a wild shot. That's where Mulligans come into play. You can take a Mulligan in STROKE mode only. This will allow you to re-hit without taking a one-stroke penalty.

- Press **B** Button after a shot to take a mulligan.
- ◆ Turn Mulligans **ON/OFF**, in the Options menu. For more information,
 - *Options* on p. 22.

Out of Bounds/Water Hazards

Sometimes, a shot winds up out of bounds or in the water. When the ball lands out of bounds, you must re-hit your shot from its original spot, counting one stroke for the misdisplayed shot and one stroke for the penalty. For example, if your tee shot lands out of bounds, you'll be hitting your third shot from the tee on your next shot. Likewise, a one-stroke penalty is assessed for hitting into a water hazard, and your ball is dropped at the point of entry.

Tap-Ins

When the ball falls just short of the hole, you can Tap-In your next shot when your ball is close enough to the cup.

- Press **A** Button when *CyberTiger* offers you a tap-in. The ball will automatically go in the cup.

Replays

After every shot or putt, you have the opportunity to view the replay.

- Press **A** Button for the Instant Replay after your shot.

Scorecard

The Scorecard appears after each hole. Here, you can view your hole-to-hole score, overall score, par for each hole and score for the other players.

- ◆ You can also view your Scorecard from the Pause menu.



POWER-UP BALLS

At the Driving Range, you have the chance to collect nine different Power-Up Balls that can help save you in desperate times, or give you an edge when used at the right time. You collect these special skills by hitting one of the many targets on the Driving Range.

- ◆ You have 24 balls to hit at the Driving Range. Hit a marked target and you earn a Power-Up Ball.
- ◆ After a Power-Up Ball is earned, you can use them at any time while on the course.
- ◆ You can also earn Power-Up Balls on the course by scoring a birdie or better.

To select a Power-Up Ball while on the course:

1. Go to the Pause menu and select Inventory to view your available Power-Ups.
2. Before your swing, press C \blacktriangleleft or C \triangleright to select between a Power-Up or a regular ball.

- ◆ When a lightning bolt is displayed below the ball-lie, you have Power-Ups available.



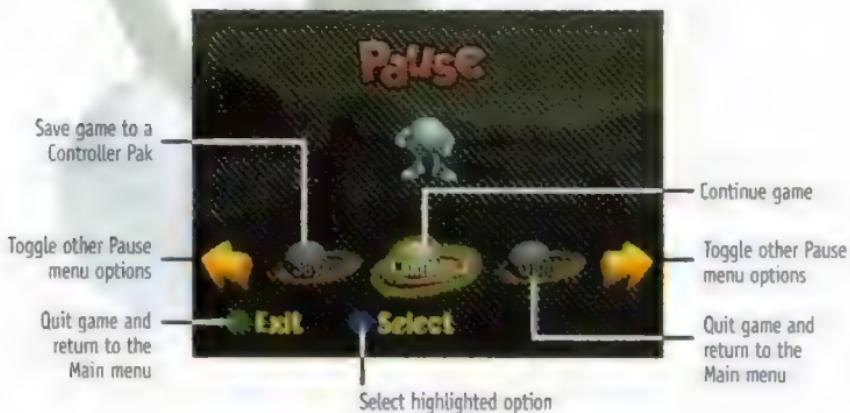
Types of Power-Up Balls:

- ◆ **Distance (Rocket):** This Power-Up Ball gives you lots of extra distance.
- ◆ **No Bounce (Asteroid):** When this Power-Up Ball lands on the ground for the first time, it sticks without a bounce.
- ◆ **Skipper (Ball with a splash):** When you'd rather hit through the water than around it, this Power-Up Ball skips across the water and hopefully back onto land.
- ◆ **Burrow (Saw Blade):** This Power-Up Ball goes through trees and rocks that are in your way on the course.
- ◆ **Wind Cutter (Stealth F117 Jet Bomber):** This Power-Up Ball cuts through the wind with ease.
- ◆ **Accuracy (Dart):** This Power-Up goes directly where you aim.
- ◆ **Spinner (Ball with rotation arrows):** This Power-Up Ball has lots of extra spin control.
- ◆ **Tee Up (Golf Tee):** This Power-Up gives you a clean shot from any area including the rough, sand, and other bad lies on the course.
- ◆ **Mystery Ball (Detective):** The Mystery Ball randomly acts as one of the other Power-Up balls.

PAUSE MENU

While on the course, you can reach the Pause menu during gameplay.

→ To reach the Pause menu, press **START**.



CONTINUE

Return to the golf course and pick up right where you left off.

QUIT

Quit the game and return to the Main menu.

HELP

View tips on your aiming, golf swing and steering.

CONTROLLER

Have a human or CPU control the golfer.

INVENTORY

View your available Power-Up Balls.

SOUND

Adjust the volume for the background and sounds of the game.

FLYBY

View the hole with a flyby.

STATS

View all game and player statistics.

SCORE CARD

View player scores.

LOAD

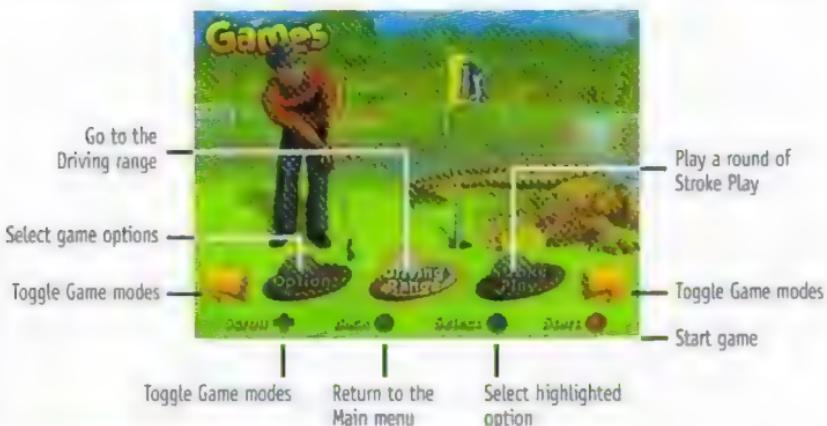
Load a game from your Controller Pak.

SAVE

Save a game to your Controller Pak.

PLAY

CyberTiger offers a variety of game modes for every type of golfer. To access a game mode, highlight **PLAY** from the Main menu and press **A** Button.



STROKE PLAY

Stroke play is a basic round of golf with one to four players. Players want to complete a round in the fewest strokes, competing against par. Tee-off honors are awarded to the player with the lowest score on the previous hole. Mulligans are allowed.

MATCH PLAY

Match play is a one-on-one game where players try to win the most holes by posting a lower score for each hole. Holes where players tie are halved and there is no carryover.

Holing Out

If one player finishes a hole in fewer strokes than the opposing player, the opposing player picks up the ball and moves on to the next hole.

→ To concede a hole, press **C▲**.

TIGER CHALLENGE

The Tiger Challenge is a one-on-one Match play round of golf where the loser of each hole surrenders a club from their golf bag. The winner of the hole selects which club to take from their opponent's bag. The player who takes the most clubs wins.

- To concede a hole, press **C▲**.
- To discard a club from your opponent's bag after a hole, highlight the club of choice and press **A** Button to toss it out.

BATTLE MODE

In this one-on-one Battle, players stand on elevated tee-boxes and try to hit their opponent on the other side of a field separated by a flowing river of lava. Both players are divided on a split screen, where they attempt to hit the tee-box that their opponent stands on. There's one catch—while you're trying to hit your opponent, you have gallons of gasoline, crates of TNT, sticks of dynamite, bombs, mines, and missiles surrounding you. Once your opponent is eliminated, move on and find your opponent's new location before your opponent recovers and finds out yours. The first player to blow up all five tee-boxes is the winner.

DRIVING RANGE

Power-Ups are earned at the Driving Range. You can also master your swing by taking practice shots here as well. For more information, *> Power-Ups* on p. 17.

THE SKINS GAME™

In the Skins Game, two to four players compete hole-by-hole for a monetary value called a skin. The goal of Skins is to win as much money as possible. To win a skin you must win the hole outright. The winner is the player with the most money at the end of the round. Mulligans are not allowed.

Halve a Hole

If two or more players tie ("halve") for the best score on a hole, the skin for that hole is carried over. The next player that wins a hole outright wins all carryover skins. Theoretically, all skins could carry over to the final hole. If two or more players "halve" the last hole, all players begin a hole-by-

hole playoff to determine the winner of the remaining skin(s).

- ◆ The dollar amount for each hole periodically increases as you play on.
- To concede a hole, press C▲.

TOURNAMENT

Compete against a field of golf stars in a 72-hole Cyber tournament. All players start out on tournament tees on the first hole, and play continues throughout the day. The player with the lowest number of shots at the end of the round is the winner. Up to four controlled players can play in a tournament and tap-ins are allowed.

- ◆ **Sudden Death Playoff:** If two or more players are tied for first place after the end of the final round, they will play a sudden death playoff. The player that posts the lower score on the next hole is declared the winner.

CREDITS

See who brought *CyberTiger* to life.



OPTIONS MENU

Before you begin a game, you can select your game options and create the perfect (or imperfect) golf atmosphere.

- To access the Options menu, choose **PLAY** from the Main menu and then select **OPTIONS**.



MULLIGANS

Toggle mulligans **ON/OFF**. For more information on mulligans, ➤ *Mulligans* on p. 15.

RAIN

Bad weather is always a major factor in the sport of golf, especially rain. Rain can make the best of players look like amateurs out on the course. To avoid the bad conditions, select **OFF**. But if you're looking for a bigger challenge set the rain settings to **ON**. You can also set it to **RANDOM**.

WIND

Along with the rain, wind can also become a big enemy of a golfer. CyberTiger lets you decide whether you want to battle **CALM**, **WINDY** or **RANDOM** wind conditions. If not, set the conditions to **OFF**.

SFX VOLUME

Turn the volume of the sound effects up or down. You can also adjust the volume of the background music.

MUSIC VOLUME

OTHER GAME OPTIONS



COURSES

From the Courses screen, you have the option to play at two *CyberTiger* golf courses. Each course is unique and challenging in its own way. But with practice and patience, these courses can be conquered.

To select a course:

→ Control Pad \wedge to highlight a course and press A Button to accept.

Badlands™

Set in Las Vegas, Nevada, the Badlands offers many challenging holes with rugged terrain in a layout that is set under the desert sun.

Best O' TPC

The Best O' TPC combines the most challenging holes from six different PGA TOUR® Championship courses around the country. These courses include TPC at Summerlin™, TPC at Sawgrass™, TPC at Southwind™, TPC of Scottsdale™, TPC at The Canyons™ and TPC at Las Colinas™.

Volcano Course

CyberTiger also offers a third Volcano course for only the best of golfers.

◆ After you earn the right to play on the Volcano Course, a password appears in the screen.



Taunting. In multiplayer games with one or more human opponents, the human player taking a shot can be verbally intimidated by pressing any C Button or L/R Button.



SAVING AND LOADING

If you're in the middle of an exciting round of golf, but you're not able to finish the current game, save it to a Controller Pak. Then, come back at any time and continue the round at your convenience.

To save a game:

1. During gameplay, go to the Pause menu.
2. Select **SAVE** and press **A** Button.
3. Select the Controller Pak you wish to save the game on and press **A** Button. The game is now saved.

To load a game:

1. Press **PLAY** from the Main menu.
2. Select **LOAD GAME** and press **A** Button.
3. Select the game you want to load and press **A** Button.

◆ You can also load a game from the Pause menu.

To delete a game:

1. From the Pause menu, select **SAVE** and press **A** Button.
2. Select menu (**C****▲**).
3. Highlight the note that you want to delete and press **A** Button.



Never insert or remove a Controller Pak when loading and saving files.

CREDITS

ELECTRONIC ARTS

Executive Producers	Richard Hilleman, John Vifian
Producer	Danny Pisano
Assistant Producer	Paul Niehaus
Creative Director	Steve Cartwright
Music Composed & Engineered by	Don Veca
Audio	Charlie Stockley
Art Director	Roseann Mitchell
Art Design	Kevin Brown, John Sicat
Director of Art Technology	Jeff Smith
Motion Capture Team	David Pierce, Eli Masi, Stefan Van Niekerk
International Localization	Atsuko Matsumoto
Director of Development	Dana Tom
Technical Director	Tim Wilson
Lead Product Tester	Chad Norket
Assistant Lead Product Tester	Kit Hayslett, Anatol Somerville
Product Testing	Rick Brooks, Demosthenes Jimenez, Kevin Perkins, Minkz Ngo, Eric Pavlak, Ash Sherman, Aldo Gonzalez, Jesse Waco
Product Marketing Manager	Jill Goldberg
Asst. Product Marketing Manager	Sam Hopkins
Public Relations	Kathy Frazier, Trudy Muller
Package Design & Art Direction	Mike Lippert
Project Manager, Creative Services	Cole Bronn
Package Cover Illustration	Jim Shepard Illustration; IMAGIC SF
Documentation	Gabe Leon
Customer Quality Control	Tony Alexander, Benjamin Crick, Jacob Fernandez, Dave Knudson, Micah Pritchard, Darryl Jenkins, Andrew Young
Special Thanks	Mary Ames, R.J. Berg, Billy Delli-Gatti, Evan Hirsch, Jon Horsley, Brian Kingsley, Linda Matteson, Jerry Newton, Bee Nguyen, Brian Reed, Darryl Sharp, Jon Sell

SAFFIRE

Lead Programmer

Del Campbell

Programmers

Aaron Walker, Amy Mertlich, Jun Liu

Lead Artist

Brent Fox

Artists

Dave McClellan, Jason Price, Sam Kennedy,
Robyn Miley

Audio

Eric Nunamaker, Dave Rushton

Data Wrangler

Todd Dewsnap, Tim Cosky

Additional Programming

Peter Ward, Jeff Hughes, Tyler Colbert, Carl Stuhff

Additional Art

Walter Park

Operations Manager

Kathy Parke

Art Director

Don Seegmiller

Q & A Manager

Cindi Adamson

Lead Tester

Taran Bevan

Testing

Chris Liu, Alex Rushton, Kyle Peterson

N64 Technical Director

Steve H. Taylor

Network Administrator

Brad Thurber

Game Design

Input by Saffire team

Special Thanks

Hal Rushton, Les Pardew, Rick Roberts, John
Renstrom, Jeremy Valentine, Heather Campbell,
Julie Walker, Amy Fox, Erin McClellan, Susan
Kennedy, Robert Miley, Jqchen Liu, Scott Jackman

WARRANTY AND SERVICE INFORMATION

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. Electronic Arts is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, Electronic Arts agrees to repair or replace the product at its option free of charge.

This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS

This warranty is in place of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights and you may also have other rights that vary from state to state.

RETURNS WITHIN 90-DAY WARRANTY PERIOD

Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

We strongly recommend that you send your product using a delivery method that is traceable.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

Please return the product along with a check or money order for \$30.00 made payable to Electronic Arts, a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below.

We strongly recommend that you send your product using a delivery method that is traceable.

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, California 94063-9025

If you have warranty questions, you can also contact Customer Warranty via e-mail at warranty@ea.com or by phone at (650) 628-1900.

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice.

This manual and the product described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without prior written consent of Electronic Arts.

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time.

EA Tech Support Fax: (650) 628-5999

HOW TO REACH US ONLINE

Internet E-mail: support@ea.com

World Wide Web: Access our Web Site at <http://www.ea.com>

FTP: Access our FTP Site at [ftp.ea.com](ftp://ftp.ea.com)

Software © 1999 Electronic Arts Inc. All rights reserved. Portions © 1999 Saffire. All rights reserved. Documentation © 1999 Electronic Arts. All rights reserved.

Electronic Arts, the Electronic Arts Logo, and CyberTiger are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved.

The name, likeness and other attributes of Tiger Woods, the "Tiger Woods" logo, and the name, logos, and other indicia of NIKE, Inc. reproduced on this product are the trademarks and copyrighted designs, and/or other forms of intellectual property, that are the exclusive property of Tiger Woods, ETW Corp., and/or NIKE, Inc. and may not be used, in whole or in part, without their respective written consents.

PGA TOUR, PGA TOUR and Swinging Golfer design, THE SKINS GAME, TPC, TOURNAMENT PLAYERS CLUB, TPC at Sawgrass, TPC at Summerlin, TPC at The Canyons, TPC at Southwind, TPC of Scottsdale, and TPC at Las Colinas are trademarks owned by PGA TOUR, INC. and used by permission.

The Badlands Golf Club and associated logos are trademarks of the Badlands Golf Club. (c) Badlands Golf Club 2000. All rights reserved.





ELECTRONIC ARTS

269 Redwood Shores Parkway
Redwood City, CA 94065-1175

PRINTED IN JAPAN
1400505